THE SEED

September 1986
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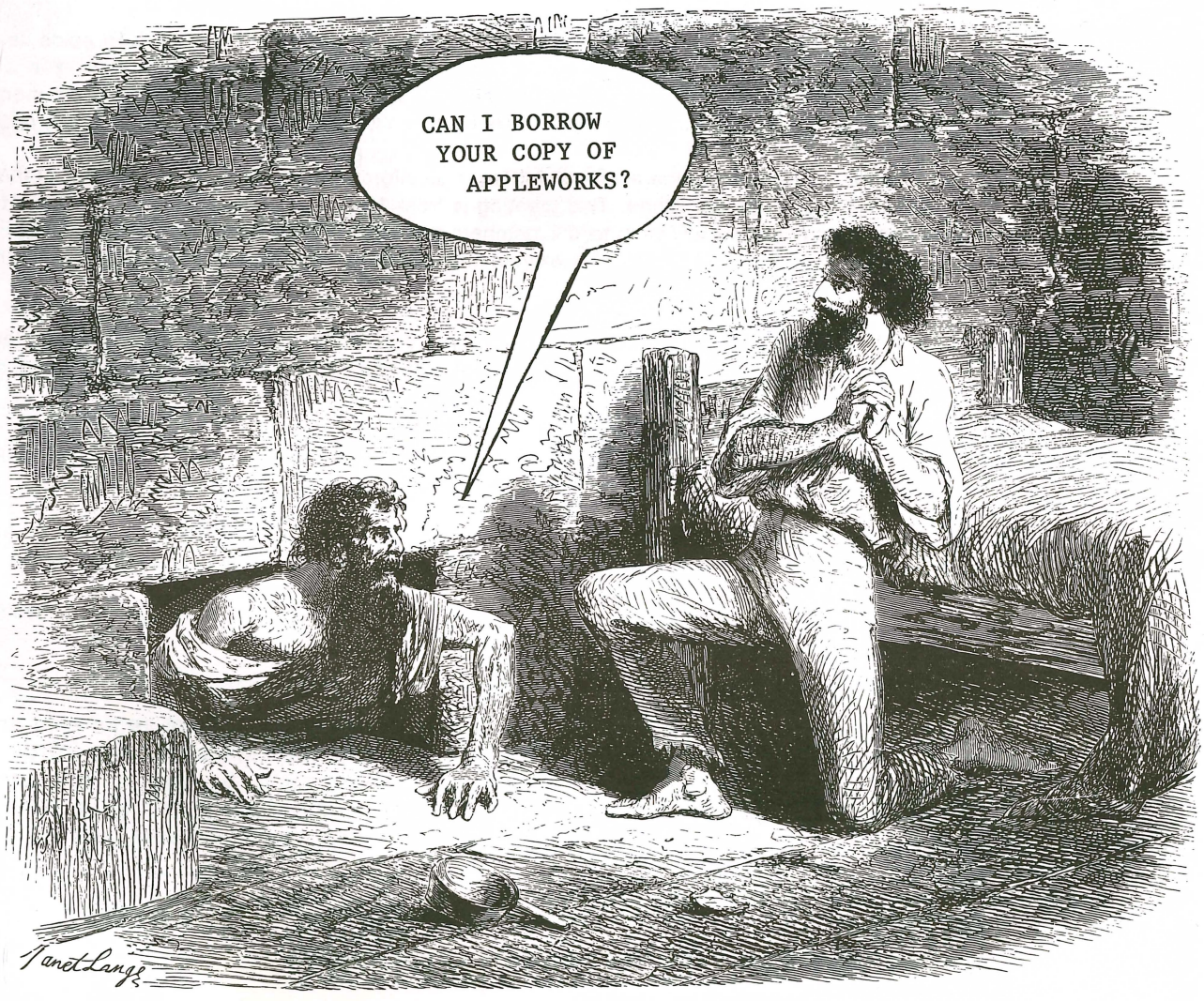
NEWSLETTER FOR APPLE PEOPLE

DENVER APPLE PI



denver apple pi Seed

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MEMBERSHIP INFORMATION

APPLE PI is an Apple Computer Users Group - not affiliated with Apple Computer, Inc. - that provides many member benefits, some of which are:

MONTHLY MEETINGS - On the first Thursday of each month at 7:00 p.m. APPLE PI holds its general meeting at the Green Center, Colorado School of Mines Campus, Golden, Colorado. This meeting is a combination of an informational meeting, new product announcements, and a short business meeting. The members are given an opportunity to buy computer supplies a little above cost. Software products are given away as door prizes.

On the Sunday following the general meeting there is an informal meet which is usually held at the Clear Creek Office Park, 4251 Kipling, in Wheat Ridge. This meeting is from 10:00 a.m. until 3:00 p.m. and provides a more informal environment to seek or give advice to fellow members and get copies of programs from the APPLE PI Library. Both of these meetings are open to the general public but only members have access to the club library and products that are sold.

PROGRAM LIBRARY - APPLE PI currently has a library of 9,000 programs. All current disks are in 16 sector (3.3, Pascal, CP/M) format and are available to any member. APPLE PI Members can obtain copies from the library:

1) By coming to the monthly informal meeting (swap meet);
2) By written request to the club librarian (at any meeting or by mail);
3) By electronic mail on APPLE PI's bulletin board system:

DISK OF THE MONTH - Each month a collection of some of the best programs donated to APPLE PI during the preceding month are made available. The DOM can be purchased at any group meeting or by mail.

DUES - Current membership dues are **$18.00** per year, with a one-time application fee of **$10.00.** Checks should be made payable to DENVER APPLE PI.

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Full Page .....$ 70.00

LIBRARIAN'S REPORT

The August DOM concluded our summer series of games and now its back to school. The September DOM is oriented towards education and is in the DOS 3.3 operating system. And, by the way, the August DOM sales and library copy counts were 36 and 30 respectively.

The disk label below lists the contents of the September DOM. There are 8 educational programs, four hi-res games, and 8 utilities. There is quite a lot of variety and we hope there will be something for each of you!

Denver Apple Pi's Disk of the Month

#074 SEP 1986 DOM

APPLE PI DOM SE	GEOGRAPHY	LINEAR FUNCTION	MATH DECATHLON
MISTER MATH	MULTIPLICATION	SEQUENCES	SINE WAVES
WEATHER FORECAS	GALAXIA	MINER	SHARK
VOLLEYBALL	APPLE FILE	BANNER	BEAUTIFUL BOOT
DOSLINK DEMO	FINE PRINT EPSO	LAZARUS	MENU CANFIELD
SPEEDOS	CARD1	CARD2	CATALOG RESTORE
DOSLINK	INDEX	MENU	PICTR.DOM

The education section includes 2 early grade math programs, Multiplication Bingo which is a times table practice program, and Mr. Math which is a math facts drill program in low res with funny faces and sounds. Math Decathalon, Geography, and Weather Forecast are for middle grade students, while Linear Function Plotter, Sine Waves, and Sequences are for students in higher grades.

The games section includes four hi-res adventure arcades written in Applesoft. Galaxia is a shooting gallery, Miner is all about mining gold in an underground mine, Shark is about eating little fishes, and Volleyball is mostly about coordination with the joystick. All four games offer excellent examples of how to do hi-res action graphics in Applesoft. If you have been wanting to learn how to handle shape table graphics, then tear into these programs.

The utilities section includes 8 pretty diverse programs of which I like Beautiful Boot the most. It installs a special 3.3 based DOS to a blank initialized disk. This non standard DOS boots extremely fast and provides a built in file menu but only works for binary programs that make no calls to DOS. There are a lot of such routines especially the Broderbund arcades and Beautiful Boot complements them well. The other programs include Banner which prints banners to a line printer using text characters, Apple File which is a card file system for term paper writing or whatever, Fine Print Epson which is an Epson setup program, Lazarus which will Un-New an Applesoft file, Menu Canfield which is another paging menu, Speedos which decreases BLOAD time by 80 % or so, and Doslink Demo which illustrates extremely rapid catalog reading from Applesoft using the Doslink binary program.

On the back side of the DOM you will find Disk Manager. DM is a utility program with features similar to the Copy II Plus or Locksmith utilities. Included with each DOM will be a 12 page instruction manual.

As regards the MASM Assembler on the back of the August DOM, I have some additional documentation for the program. If you are using the program, you should be aware that the source code builds down from $7FFF like an integer program does. The symbol table builds up from $2001. Safe addresses to ORG to are $8000 which gives you 5257 bytes of code and $2200 or so which allows for about 50 labels in the symbol table then about 24,000 bytes for the object code building up to meet the source code building down from $7FFF. If you have discovered any unknown features, I'd like to talk about them as I'm trying to get a users manual together.

See you at the General Meeting Thursday, September 4, at the Green Center.

Ed Thompson,
Librarian

Pinpoint

SOFTWARE REVIEW

There is no question that AppleWorks is about the hottest software going for the Apple // family of computers. Apple has sold more copies of AppleWorks than any other software with the Apple logo. The original concept of this popular integrated business package was designed for the Apple /// and was called "Three Easy Pieces". With all the popularity that AppleWorks has generated,there are some unpopular limitations as well as goodies that the average user would love to see included in the code. Several new companies have recently started marketing AppleWorks patches, add-ons and accessories. This review is on just such a program called Pinpoint.

Pinpoint is a set of goodies that don't (by themselves) make your AppleWorks more powerful, but they do make AppleWorks a better all around business package. Pinpoint is broken down into nine basic accessories that will allow the user to do some of the things that until now have been only dreams.

I - THE NOTEPAD

With the notepad you can write notes, comments or key information right into AppleWorks files. The notepad is normally hidden but can be called up at any time using the Pinpoint command [CLOSED APPLE] [P].

II - REUSE

A feature that lets you cut-and-paste information among ProDOS prgrams without the need to retype it.

III - APPOINTMENT CALENDAR

A personal appointment calendar that lets you enter and recall schedule information and appointments for up to two months ahead.

IV - ENVELOPE ADDRESSER

A handy little tool that will pluck the address from your letter amd print it on an envelope for you.

V - GRAPHICS MERGE

Use this handy feature to put graphics created on any on of the commercialy available products (Byte Paint, Mouse Paint, Dazzle Draw, etc.) and lets you mix those pictures with your text.

VI - AUTO DIAL

If you own a modem you can get Pinpoint to dial phone numbers for you. Pinpoint will look at your data file and when it finds a phone number it will dial automatically.

VII - TYPE IT

For all the times that you just need to make a quick hard copy note, Pinpoint has a little typing tool. You need only type a line and when you hit RETURN that line will be sent to your printer.

VIII- MODEM WINDOW

Bring telecommunication information into a window on screen as you have AppleWorks up and running.

IX - CALCULATOR

If you ever need to do some quick figuring just pull up the little ten-key calculator. This is a little graphics overlay that makes your computer think it is a real $3.00 calculator.

Pinpoint adds these features and more to your AppleWorks in the basic package. There are other features available like a spelling checker, but you have to shell out more bucks for those.

I find that Pinpoint is a fun little add-on, and for the most part it does what it advertises, but there are a couple of gotchas. First off it is suposed to work with the Checkmate AppleWorks patch (the software you use in conjunction with the Checkmate memory expansion boards) but this may not be the case. If you have a version 1.2 Pinpoint and are wanting to use it on a 4.3 (or later) version of the Checkmate patch it will not install. If you want the latest Pinpoint version, that fixes the problem, you need to send $10.00 extra to Pinpoint. How is that for customer support?

Overall, the program has its place. I feel that the user may find about a third of the features useful but will probably get a lot of use out of those. For more information about Pinpoint see your favorite Apple Pi Member store.

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Nifty Works

A Review

by C. Thiesfeld

Guess what? There is another word processor available now. "So what!" you say. Well, this one is offered on a Mini'app'les personal domain disk. (*See April Showers elsewhere in this newsletter.*) That's what's new. It has several 'Nifty' features (pardon the pun) that make it a smart investment. And, the requested fee for this Personal Domain disk is $00.00!

When you get the disk from Mini'app'les and it doesn't boot as you would expect, don't get too upset. It does not contain a disk operating system (DOS). Instead it gives instructions on how to put your own DOS on the disk. You probably already know the advantages of using an alternative to Apple's DOS 3.3. The author of Nifty Works says that ProntoDOS and Diversi-DOS load the program twice as fast but document files load at about the same speed.

The disk you receive includes the program and twenty pages of documentation, plus examples. The doc supplied is quite thorough, although some of Nifty Works' more advanced uses are not covered in detail. The author encourages duplicating the disk as long as "the provisions of the licensing agreement are followed."

Most of the editing functions are quite normal: insert/delete lines, cut/paste lines, erase lines/pages/work area, auto center, etc. However, one function called "geometric block editing" is quite unusual. Unlike the block functions found on other word processors which work on one or more lines, this function works on lines and columns simultaneously. The size of the block can be anywhere from a single character to the whole work area. The block designated is by marking the upper-left and lower-right corners with special brackets. When you press Ctrl-B, a menu appears at the top of the screen that allows you to move, copy, erase or shift the block. The shift option lets you move the block in all four directions one line/column at a time. With geometric block editing and the other editing functions at your command, you can move and edit text in virtually every way. Adjusting forms is very easy.

About four pages of text can be written and stored in one document. Your document is saved in a normal text file which means that other programs such as a spelling checker can utilized the stored text. [Saving 4-page documents can eat up disk space but maybe a text compression "extended function" (see below) will be available in the future.] The file handling functions (load, save, lock, unlock, delete) are all available from within the program. Another feature is that only text files are displayed (via menu, of course). A second file can be merged with the current work file in memory to fill in the names or other parts of a form file. Nifty, huh?

Many features are included which indicate that the author wanted Nifty Works to be easy to use, such as:

- Free-style text entry
- Smooth scrolling text
- Scrolling speed adjustment
- 40 column proof-reading mode

On a forty column screen, the display scrolls side to side as well as up and down to follow the text entry. Even the scrolling speed can be adjusted! The author says that even the fastest typists can't out-pace this program (although my 2-finger typing could not verify this claim). It appears that a lot of effort was put forth to speed up the usual bottlenecks in word processors. A proof reading mode is available for the forty column screen.

Nifty Works has a very nice feature that allows it to select "extended functions". One extended function comes with the program that will sort the work text. This function sorts up to nine levels deep, and is also free format (multi-line). The sort can even work if some data is missing, such as middle initials in a name list. Other extensions come with the Works User Kit.

Printer functions are not hidden characters as in many WPs. They are readable and can be customized to match the features of your printer.

Nifty Works can be used on an Apple][+, //e or //c. It works with the extra keys, 80 columns, and extra memory on the //e and //c (if present). It uses the shift key modification, lower case chip and language card on the][+ if they are installed. Configuration is automatic for each system.

Nifty Works is easy to learn and remember because its 40+ functions are efficiently invoked using nested menus that are always shown. This program is more than a traditional word processor, and is appropriately named 'Nifty Works'.

Nifty Info also has a "Works User Kit" which contains a more detailed Nifty Works manual with numerous examples; a utility disk; a user ID number (which permits you to obtain telephone-support for questions); and the latest version of Nifty Works. The cost of this Works User Kit is $24.95.

From:

mini'app'les April 1986

Free !

You can get your copy of "NIFTY WORKS" by bringing a blank disk to the core meet. The price is FREE! You must be an active member of Apple Pi and you must bring your own disk or purchase a disk from Pi for $1.50.

HOOKING UP WITH EAMON
or
SENDING ADVENTURERS TO THEIR DEATH
FOR FUN AND PROFIT

Did you know that the most popular series of adventure games for the Apple II is the EAMON Series developed by Donald Brown as an Apple Pi member when he was 16 years old? Do you care, or are you wondering what an EAMON is? Well read on and we will introduce you to the game.

EAMON is a computerized version of what are called "fantasy role-playing" games. When you enter Donald Brown's universe you are no longer John or Jane Smith, mild mannered computer hobbyist. Instead you become a character in a land of adventure, doing almost anything you want to. Even more, Donald made it possible for adventure lovers to create their own worlds to adventure in. As this is written, the club library has just expanded from 31 different adventures to 98 and there are probably twice that many out there.

In the land of EAMON, you will be a member of the select Free Adventurers Guild, which is made up of hardy individuals like yourself who want to live by their wits, defeating horrible monsters and finding glorious treasures.

Unlike most games, there is no single set goal for you to achieve, no way to "win" the game. Instead, in EAMON, you have a lasting goal to both better yourself and also get rich. If you set for yourself another goal (do good to all princesses, kill all evil wizards, that sort of thing), you may also work towards it in your quests.

Far away, at the dead center of the Milky Way, is the planet of EAMON. It doesn't orbit any suns, all suns orbit it. The shifting pulls of all these great bodies bring strong forces to bear upon this planet - twisting light, tides, even the laws of science itself! Strange things happen there, and the citizens of EAMON must always be adaptable for things are rarely what they seem, and even more rarely what they were yesterday!

You are a citizen of this weird world. You are a free man or woman out to seek your fortune in this world of shifting laws and time. You will usually find yourself fighting terrible monsters such as Orcs, trolls, and dragons to get their treasure. However, at times you may find yourself fighting such varied opponents as Billy the Kid and Darth Vader! Anything can happen, anything at all.

To run EAMON, you will need a 48K Apple II or better and one disk drive. The games begin by booting the Eamon Master disk which is volume AD701 in the library. After title screens, you will enter the Main Hall. Simply follow directions, for the sake of your mothers, if nothing else. If you are new to EAMON, or if your character was killed the last time he went out, you will be directed to the man in charge of new adventurers. He will show you what the attributes of your new character are, and let you read some instructions that are stored on the disk. Finally you will be sent to the Main Hall where all old adventurers go.

The Main Hall will serve as your headquarters. You can buy spells here, as well as weaponry and armor, and you can "check out" yourself and all your attributes and abilities. You can also keep some money with the banker here. He gives no interest but money in the bank is safe if you're robbed on an adventure.

Only one EAMON adventure is stored on each disk. To go on an adventure, work from the main hall as indicated inserting the disk with the new adventure when prompted. From there you're on your own. Please note however that characters who do not return from adventures are considered dead. Thus turning off the computer in the midst of an adventure or halting by Ctl-C or "RESET" merely commits suicide.

To help earn some easy gold, equip yourself, and gather a little bit of experience, one adventure, The Beginners Cave, is on the master disk. It is strongly recommended that you send your new character through this one first. If

he cannot survive this, there's no point going out to dangerous places.

If you're still with us at this point, you get the bonus! For the next couple of core meets, we will have Eamon booklets free for the asking subject to supply.

We hope you have the chance to try EAMON and think you will find it interesting if not captivating. EAMON is a very special part of the phenomena that was and is Apple.

EAMON Adventure Series EAMON

We now have the following EAMON Adventures in the library. The first 31 are the AD700 to AD732 series. The remaining 67 are not yet officially numbered but we will have them at the Core meet. If anyone has any others, please let us know so thay can be added to the club collection.

1. Master and Beginners Cave
2. Lair of the Minotaur
3. Cave of the Mind
4. Zyphur Riverventure
5. Castle of Doom
6. Death Star
7. Devil's Tomb
8. Abductor's Quarters
9. Assault on the Clone Master
10. Magic Kingdom
11. Tomb of Molinar
12. Quest for Trezore
13. Caves of Treasure Island
14. Furioso
15. Heroes Castle
16. Caves of Mondamen
17. Merlin's Castle
18. Hograth Castle
19. Death Trap
20. Black Death
21. Quest for Marron
22. Senators Chambers
23. Temple of Ngurct
24. Black Mountain
25. Nuclear Nightmare
26. Assault on the Mole Man
27. Revenge of the Mole Man
28. Tower of London
29. Lost Island of Apple
30. Underground City
31. Gauntlet
32. House of Ill Repute
33. Orb of Polaris
34. Death's Gateway
35. Lair of Mutants
36. Citadel of Blood
37. Quest for the Holy Grail
38. City in the Clouds
39. Museum of Unnatural History
40. Daemon's Playground
41. Caverns of Lanst
42. Alternate Beginner's Cave
43. Priests of Xim!
44. Escape from the Orc Lair
45. Swordquest
46. Lifequest
47. Futurequest
48. Picnic in Paradise
49. Castle Kophinos
50. Behind the Sealed Door
51. Caves of EAMON Bluff
52. Devils Dungeon
53. Feast of Carroll
54. Crystal Mountain
55. Master's Dungeon
56. Lost Adventure
57. Manxome Foe
58. Land of Death
59. Jungles of Vietnam
60. Sewers of Chicago
61. Harpy Clouds
62. Caverns of Doom
63. Valkenburg Castle
64. Modern Problems
65. School of Death
66. Dungeons of Xenon
67. Chaosium Caves
68. Smith's Stronghold
69. Black Castle of NaGog
70. Tomb of Y'golonac
71. Operation Crab Key
72. House on EAMON Ridge
73. Deep Canyon
74. Dharmaquest
75. Temple of the Guild
76. Search for Yourself
77. Temple of the Trolls
78. Prince's Tavern
79. Castle of Count Fuey
80. Search fot the Key
81. Rescue Mission
82. Escape from Mansi Island

83. Twin Castles
84. Castle of Rivineta
85. Time Portal
86. Castle Mantru
87. Caves of Hollow Mountain
88. Shopping Mall
89. Superfortress of Lin Wang
90. Doomsday Clock
91.1 Futurequest II (Part 1)
91.2 Futurequest II (Part 2)
92. Fugitive
93. Flying Circus
94. Blood Feud
95. Maze of Quasequeton
96. Chambers of the Dragons
97. House of Secrets
98. Slave Pits of Kzorland

Apple // Technical Notes

Mouse Technical Note #3
Mode Byte of the SETMOUSE Routine

Written: 3/84
Verified by: Rilla Reynolds 11/85

This technical note explains what happens when you turn the mouse on and off through the mode byte of the SETMOUSE routine.

A) <u>What turning the mouse "off" does:</u>

In the description of SETMOUSE and the mouse mode (see AppleMouse II Users Manual pg. 44), the low-order bit of the mouse mode is said to control "mouse off/mouse on". This is somewhat misleading terminology. When this bit is set to 0, the mouse is off only in the following respects:

(1) the mouse position is not tracked. Any mouse motion is ignored.

(2) READMOUSE calls do not update the status byte or the screen holes (the 6502 firmware makes the READMOUSE command a NOP, and does not even issue the READMOUSE command to the 6805).

(3) button and movement interrupts are not generated, regardless of the other mouse mode bits. "Pure" VBL interrupts can still be generated, however, if bit 3 is setl.

B) What turning the mouse "off" doesn't do:

Other mouse functions will continue to work as usual when the mouse is "off". POSMOUSE and CLEARMOUSE will change the mouse position, CLAMPMOUSE will set new clamp values, etc. HOMEMOUSE is an odd case; it will change the mouse position as recorded in the 6805, but this change will not appear in the screen holes until a READMOUSE is done with the mouse "on". In particular:

(1) turning the mouse "off" and "on" with the mode byte does not reset any mouse values, including position, to their defaults. The mouse position retains the last values it had before the mouse was turned "off", until it is turned "on" again.

(2) a mode byte of $08 - mouse "off", but VBL interrupt on - will still generate VBL interrupts.

Apple // Technical Notes

Mouse Technical Note #4
Mouse Firmware Bug Affecting SERVEMOUSE

Written: 3/84
Verified by: Rilla Reynolds 1/85

This technical note explains a bug in the Mouse Firmware having to do with the way that SERVEMOUSE works.

There is a bug in the AppleMouse II 6805 firmware which may affect the way SERVEMOUSE works in an application program. If the application program takes more than 1 video cycle (normally, about 16 milliseconds) to respond to a mouse-generated interrupt, then there is a chance that SERVEMOUSE will not claim the interrupt: that is, the 6805 will return an interrupts status byte of $00 (i.e. no Mouse interrupt pending), and the 6502 firmware will set the carry bit (although the interrupt will also be cleared by the SERVEMOUSE call). This can be confusing, and under ProDOS or Pascal it can be lethal. We have identified the following solutions, any one of which should work:

(I) If you are not working under an established system (like ProDOS or Pascal):

(A) don't allow unclaimed interrupts to be fatal to you application. Ignore them.

or

(B) Always service mouse interrupts within 1/60 of a second. If you are forced to turn off interrupts for about that length of time or more, first:

use SETMOUSE to set the mouse mode to 0

call SERVEMOUSE to clear any existing mouse interrupt.

After interrupts are turned back on, restore the mouse mode.

(II) If you are working under an established operating system, like ProDOS or Pascal, for which unclaimed interrupts are fatal:

(A) If the mouse is the only interrupting device: write you interrupt handler so that it claims all interrupts. That is, regardless of whether the mouse admits to generating the interrupt, clear the carry bit before edxiting the interrupt handler, to let ProDOS or Pascal know the interrupt was "serviced".

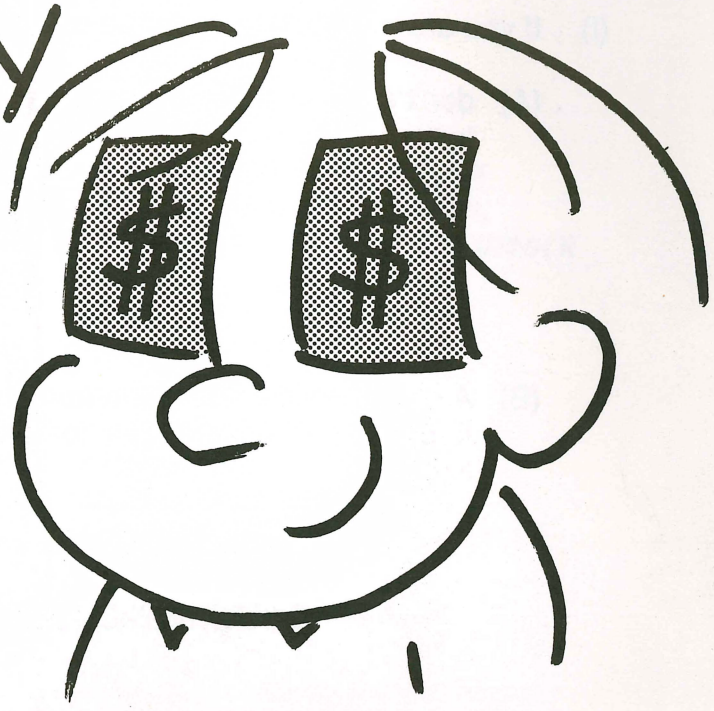
(B) If the mouse is not the only interrupting device:

(1) Write the mouse interrupt handler to claim all uncalimed interrupts, as described in (II)-(A) above, and make sure the mouse interrupt handler is installed last - otherwise the interrupt will never get through to any interrupt handlers

which follow the mouse's.

Note: This solution may cause curser flicker by delaying the applications response to VBL interrupts.

GET YOUR GOODIES READY FOR THE OCTOBER CORE MEET "GARAGE SALE"



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